Why Simulation and Why Distributed Simulation?

Colonel Kenneth C. Konwin, USAF Director Defense Modeling and Simulation Office



Why Simulation? The Problem: Complexity

Increased Complexity demands more practice, prototypes, and experimentation which the budget does not permit







M&S is Critical to DoD's Ability to Meet its Mission

Continuing squeeze on DoD resources

- shrinking, dispersed force structure
- competition for funds limits field exercises
- need to carefully examine every investment

More demanding operational requirement

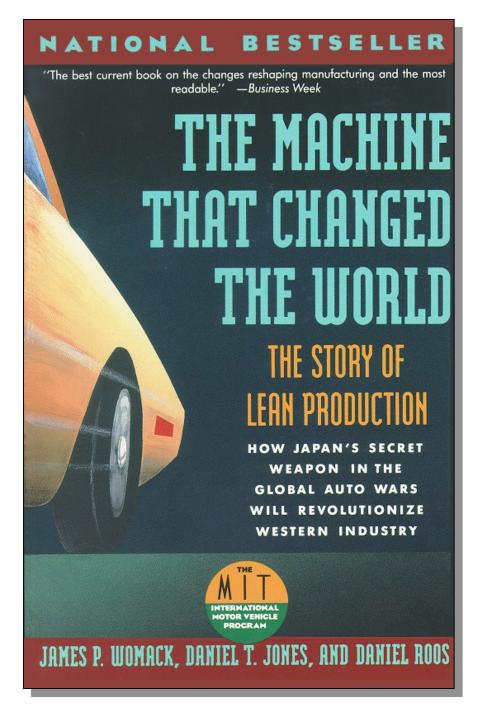
- new, more complex missions
- vastly expanding mission spac
- increased complexity of systems and plans
- increasing demand for joint training
- security challenges (e.g., information warfa

Advanced
M&S offers
a cost-effective
and affordable
solution

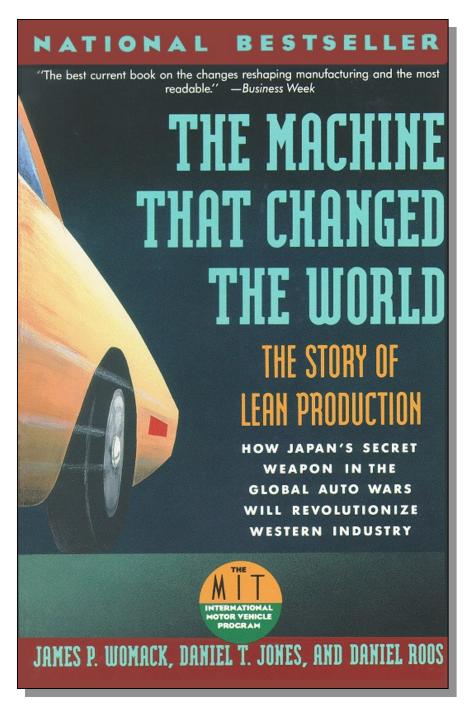
Much more technical capability at less cost

- communications
- computers
- software technology
- displays/human-machine interfaces
- adata storage and management





HOW J APAN'S **SECRET** WEAPON **IN THE GLOBAL AUTO WARS WILL REVOLUTIONIZE WESTERN INDUSTRY**



No new idea springs full blown from a void. Rather, new ideas emerge from a set of conditions in which old ideas no longer seem to work...

James Womack, Daniel Jones, and Daniel Roos, <u>The Machine That Changed The World: The Story of Lean</u>

Three Revolutions Are Occurring in DoD

1997: 3 Major

DoD Documents

QDR

What we Buy - Revolution in Military

- Joint Vision 2010 warfighting concepts
- Exploit technology to achieve
- Joint Experimentation



Common reform princip

- Focus enterprise on unifying vision
- •Commit leadership team to change
- Focus on core competencies
- Streamline organizations for agility
- Invest in people
- Breakdown barriers between

organizations

Exploit info technology

ology A

QDR Quadrennial Defense Review DEC Defense Reform Initiative Mational Defense Panel

How we Buy - Revolution in Business

Affair ake advantage of Business process improvements pioneered in private sector

 A must, to maintain competitive edge in a changing global securi



Why Distributed Simulation?

"

...it is getting tougher and tougher all the time to train properly ... So we are pursuing Distributed Mission Training."

General Richard Hawley, USAF Commander, Air Combat Command

I/ITSEC, December 4, 1997



We fight as an Air and Space Team, but we seldom train together as a

Air Force Distributed Mission Training199619992010

Insufficient exercise \$\$

Reduced flying time

Security issues

 High PERSTEMPO, OPSTEMPO

Safety

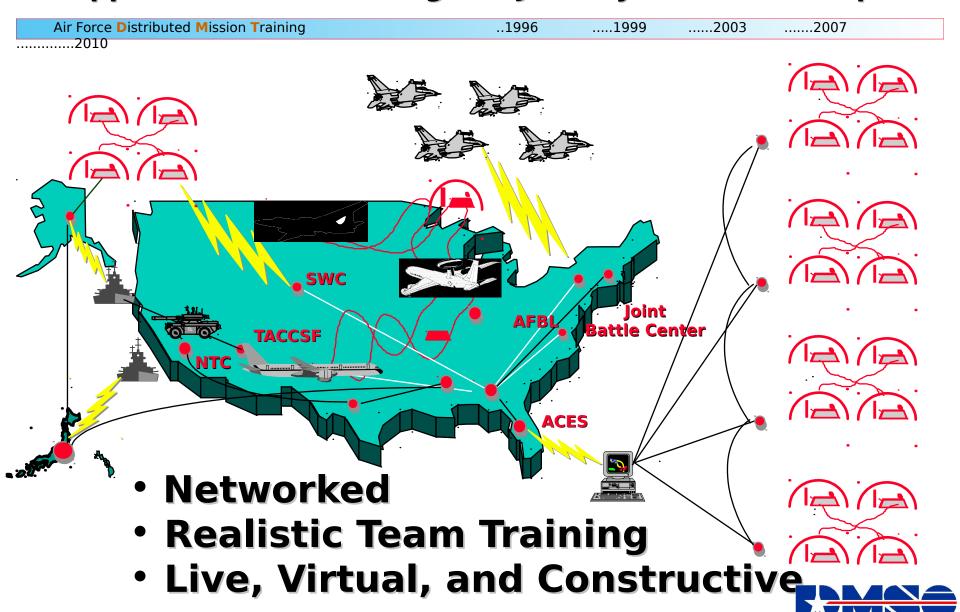
Airspace availability

- Environmental concerns
- Restricted weapons/EW envelopes
- Complex rules of engagement



Distributed Mission Training

Supports Combat Training in a Joint Synthetic Battlespace



Why Distributed Simulation?

"The face of test and evaluation is changing, along with the acquisition process. The future is now, and distributed simulation is a big part of that future."

Dr. Marion Williams
Chief Scientist
Air Force Operational Test and Evaluation
Center





Dr. Jacques S. Gansler Under Secretary of Defense for Acquisition and Technology

"Techniques like simulation and modeling can help us ... by reducing the risk associated with new products and processes, by saving time in the development and production phase of new systems, and by making efficient use of scarce and increasingly expensive resources."

Precision Strike Association Annual Programs Review May 19, 1998, Ft Belvoir



Simulation Based Acquisition

...integrated across acquisition phases and programs...

Total Ownership Lifecycle Support Up Front In Design



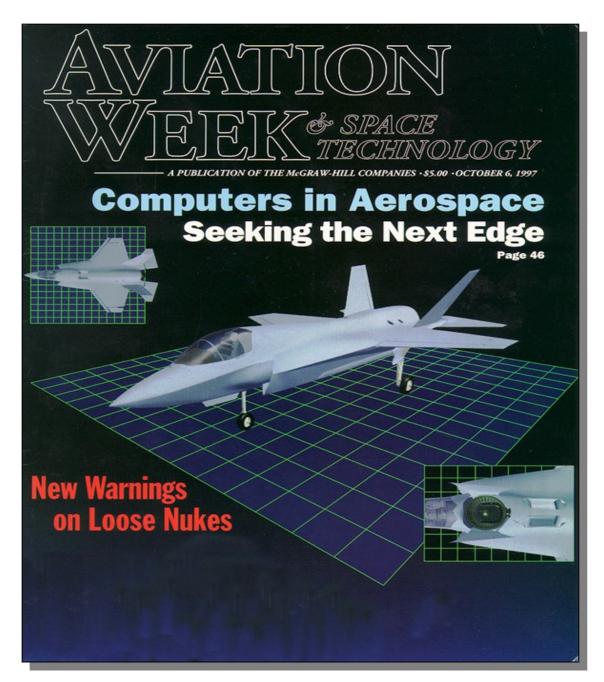
Comprehensive Exploration of Trade Space to Select Best Value Design

Seamless Transition from Design to Manufacturing

Embedded Training at System and System of Systems Levels

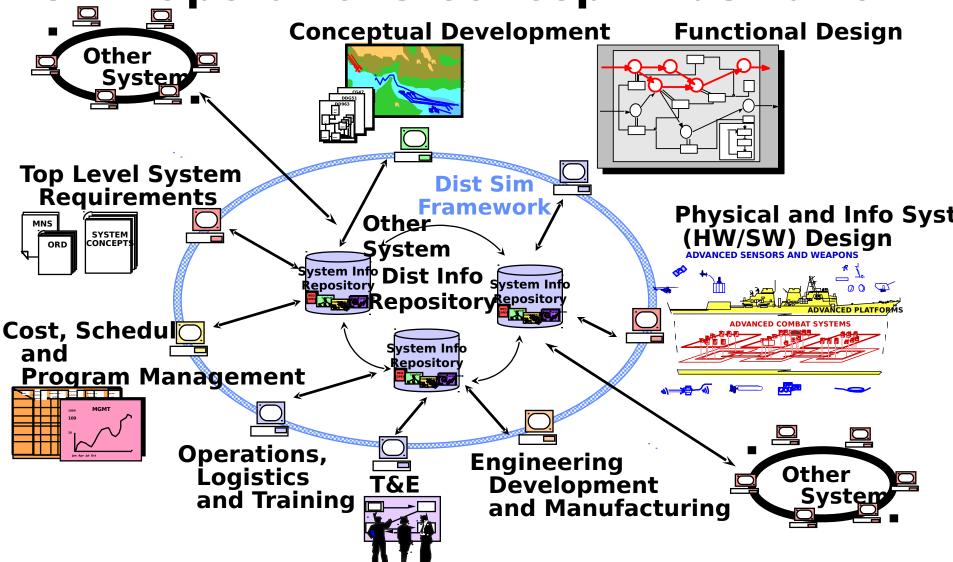








SBA Operations Concept Illustration



March 31,

Extensive Re-use Within Phases and Across Acquisition Pro

Joint Experimentation *

"U.S. Atlantic Command's new role will focus our efforts to implement our future warfare vision ... The Services have individually made great strides in modeling and simulation, and other new techniques. Our challenge now is to integrate those efforts to achieve the greatest possible capabilities in the 21st century."

General Henry H. Shelton, US
Army
Chairman of the
Joint Chiefs of Staff

designating US Atlantic Command (USACOM)

| Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command (USACOM) | Command

DoD M&S Vision

DoD Executive Council for Modeling and Simulation (EXCIMS), March 13, 1992

Defense modeling and simulation will provide readilyavailable, operationally-valid environments for use by DoD components

- to train jointly, develop doctrine and tactics, formulate operational plans, and assess war fighting situations
- as well as to support technology assessment, system upgrade, prototype and full scale development, and force structuring.

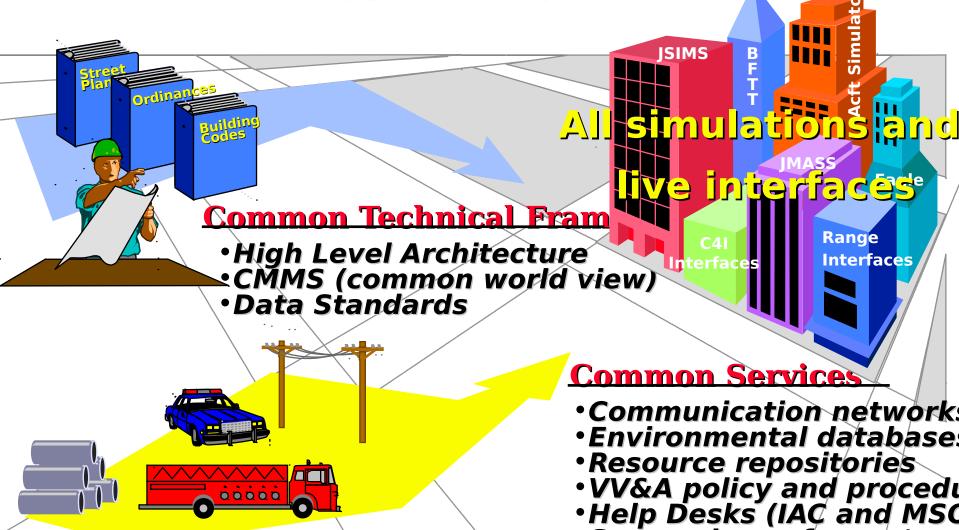
Furthermore, common use of these environments will promote a closer interaction between the operations and acquisition communities in carrying out their respective responsibilities. To allow maximum utility and flexibility,

Requires a "systems of systems" approach

interpretating through an open systems architecture.



US DoD M&S Strategy: An Analogy to City Planning

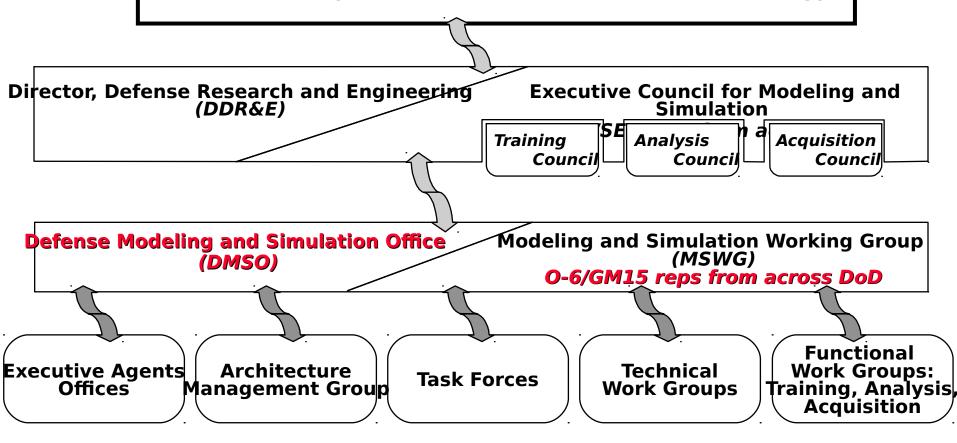


Payoffs: Interoperability and reuse = capability and cost-effe

Supporting software/too

DoD M&S Management Structure

Under Secretary of Defense (Acquisition and Technology)



March 31, 1999–18





Gary Yerace Chief of Staff



Col Crash Konwin Director



COL Forrest Crain Deputy Director



Chief Scientist



Dr. Judith DahmannCAPT (Sel) Dave Johnson LtCol Mac McKeon Chief, Operations





Waverly Debraux Chief, Tech. Application Chief, Bus. & Fin. Mgmt.

DMSO's Mission: Key corporate-level functions necessary to achieve the DoD Vision for M&S

MSO responsibilities include

- Manage DoD-M&S policies, directives and publications
- Lead establishment and maintenance of a common technical framework
- Provide, or coordinate provision of, broadly-useful common infrastructure, services, and tools to the M&S community
- Lead development of DoD plan for the development and exploration of M&S-related technology and execute such activities as appropriate
- Advise, and provide OSD oversight of, major simulation programs
- Foster cooperative M&S developments among DoD Components

Ma**Rep**résent DoD in commercial and international M&S-related

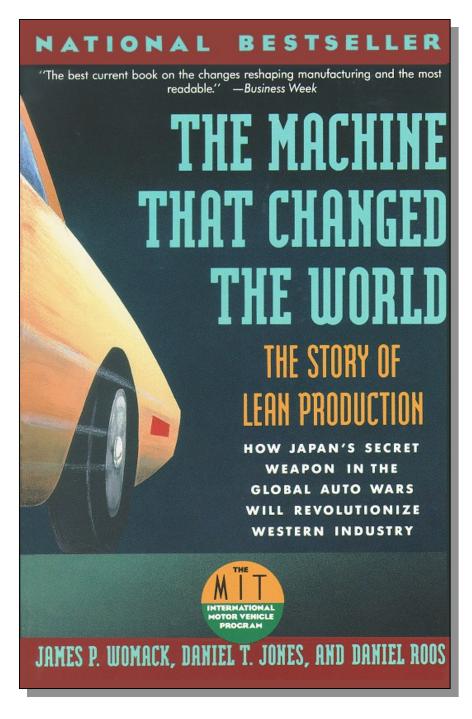
The Strategy Is Being Executed Through a DoD-wide M&S Master Plan

Objective	Objective	Objective	Objective	Objective	Objective
Develop a common technical framework for	Provide timely and authoritative representatio ns of the natural	Provide authoritative representatio ns of systems	Provide authoritative representatio ns of human behavior	Establish an M&S infrastructure to meet developer and end-user	Share the benefits of M&S
Sub-objectives	Sub-		Sub-objective	sSub-objective	Sub-objectives
<u>1-1</u> High-level architecture	2 º bjectives Terrain		<u>4-1</u> Individuals	<u>5-1</u> Field systems	<u>6-1</u> Quantify impact
1-2 Conceptual models of the mission space	<u>2-2</u> Ocean		4-2 Groups and organizations	<u>5-2</u> VV&A	<u>6-2</u> Education
<u>1-3</u> Data standardization	<u>2-3</u> Atmosphere			<u>5-3</u> Repositories	<u>6-3</u> Dual-use
	<u>2-4</u> Space			5-4 Communication s	

oD 5000.59-P, Modeling and Simulation Master Plan, October 19



Coordination



... The key to mass production wasn't... the moving, or continuous, assembly. Rather, it was the COMPLETE and consistent INTERCHANGEABILITY of parts and the simplicity of attaching them to each other...

James Womack, Daniel Jones, and Daniel Roos, <u>The Machine That Changed The World: The Story of Lean</u>

M&S Master Plan Objective 1-1

- Establish a common high-level simulation architecture to facilitate the interoperability of all types of models and simulations among themselves and with C4I systems, as well as to facilitate the reuse of M&S components
- Simulations developed for particular DoD Components or Functional Areas must conform to the High Level Architecture
 - Further definition and detailed implementation of specific simulation system architectures remain the responsibility of the developing Component



Scope of HLA

- Applicable to broad range of functional areas (e.g., training, contingency planning, analysis, and acquisition support)
- Applicable to simulations involving pure software representations, man-in-the-loop simulators, and interfaces to live components (e.g., instrumented weapon systems and C3 systems)

The HLA provides a common architecture across a very wide set of simulation applications -- allowing for the reuse of tools, both government and commercial, across a broader range of users.

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Representational Resources Thrusts

1. Models and Data

Authoritative Sources Correlation/Consistency between Algorithms and Data

2. <u>Information Exchange</u>

Common Semantics and Syntax (CSS)

Data Interchange Formats (DIF)

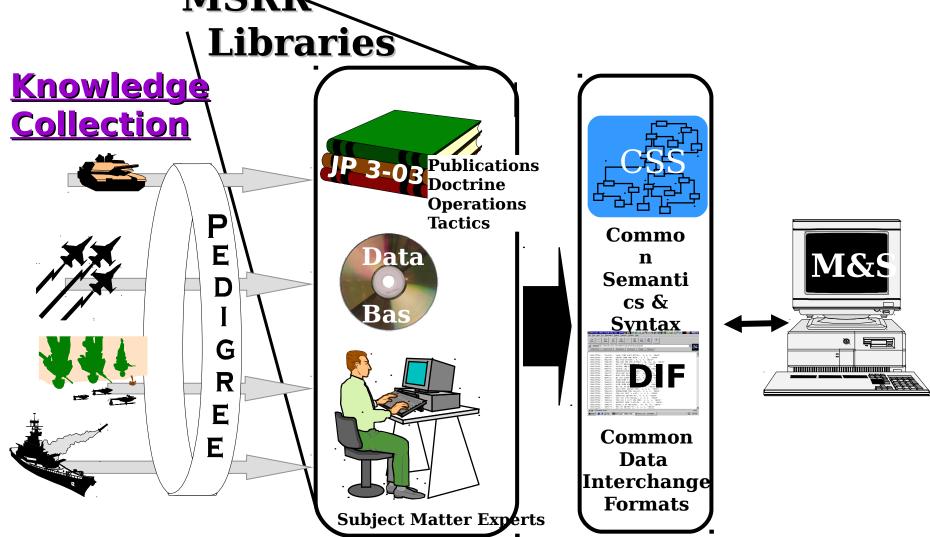
3. Resource Production

Just-In-Time Environmental Data Data Quality Assurance Guidelines



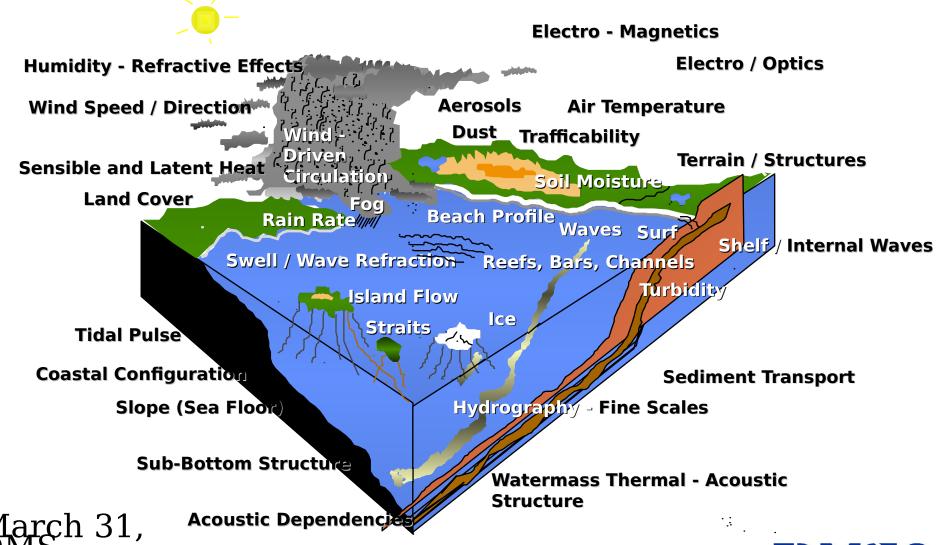


Representational Resources Strategy MSRR

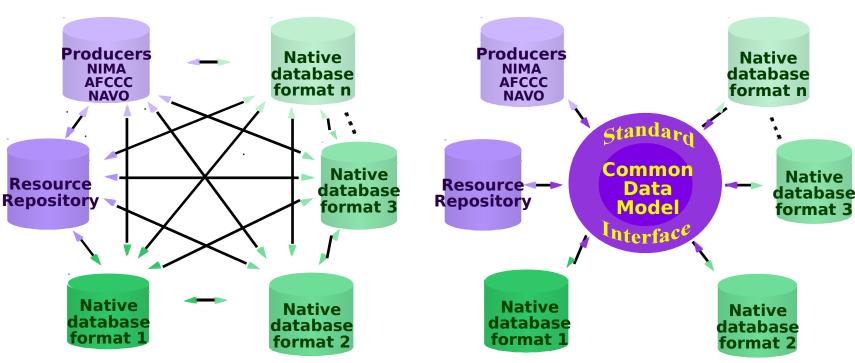


Verification & Validation

Environmental Representations - The An appropriate en ฟีก่อกัดยิกt ... applied consisten

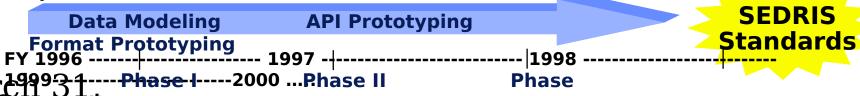


Synthetic Environment Data Representation & Interchange Specification (SEDRIS)



- No standard data model
- Limited support to heterogeneous simulation
- Indeterminant interchange mechanism
- Expensive database conversion

- Complete representation
- Enables interoperability
- Lossless and consistent interchange
- Reduction in conversion

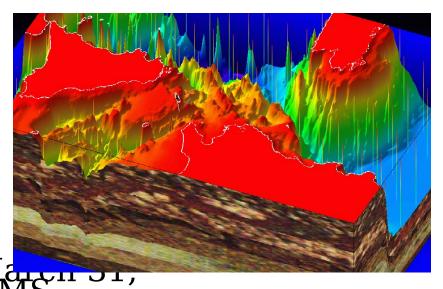


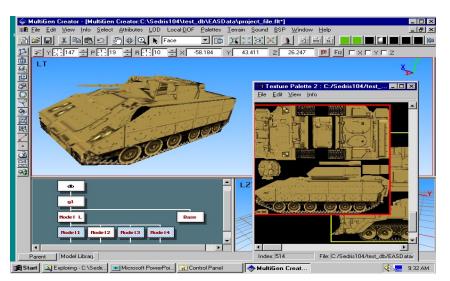


A Full Range of Applications ...

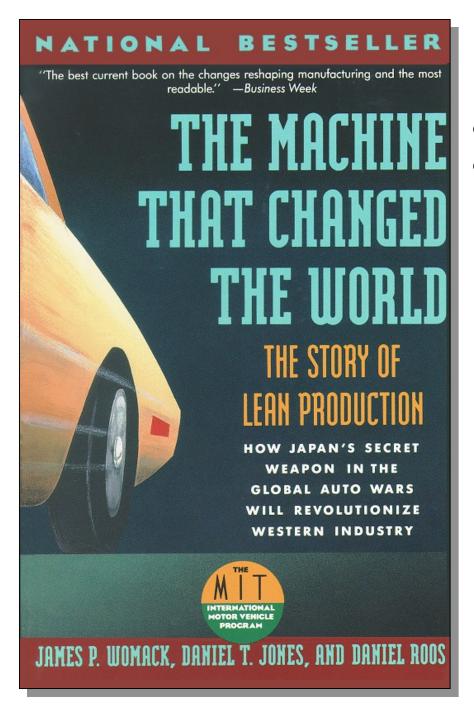








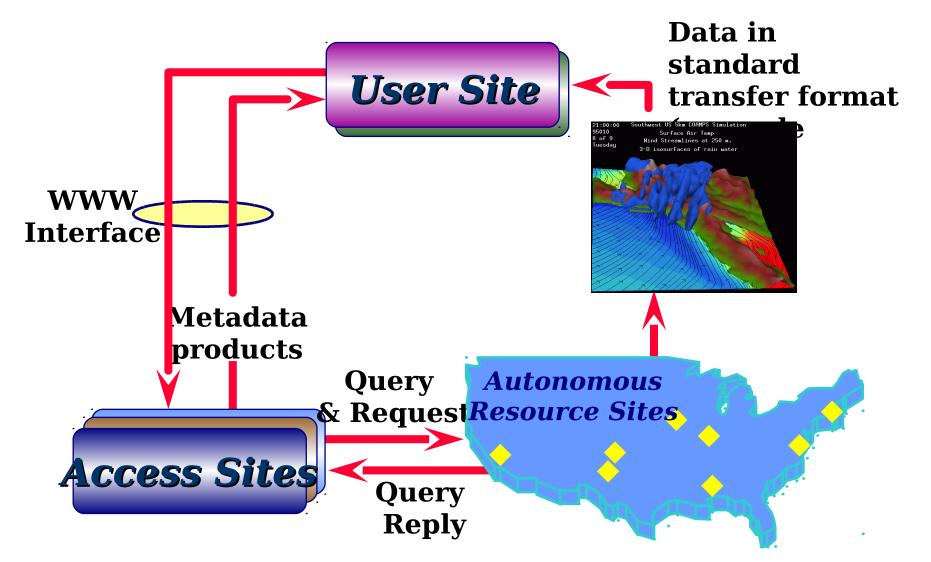




Revolutions in manufacture are useful only if they are available to everyone.

James Womack, Daniel Jones, and Daniel Roos, <u>The Machine That Changed The World: The Story of Lean</u>

Master Environmental Library (MEL)



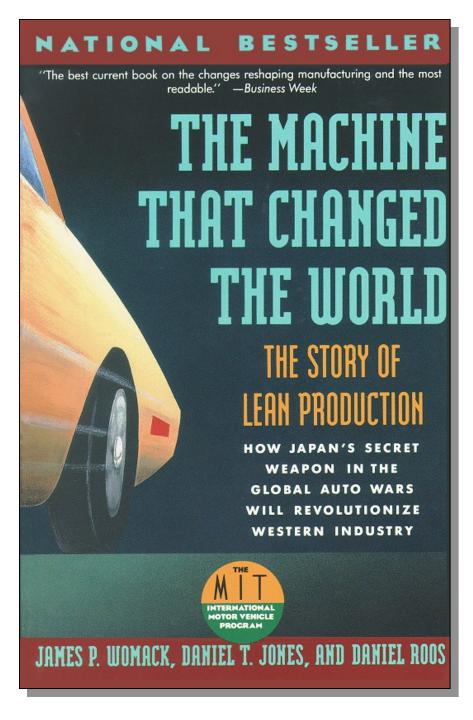
Three-Tier Architecture for Simple User Access

Commercial and International Activities

- Much HLA interest in commercial arena
 - commercial products are emerging
 - interests beyond defense
- The Simulation Interoperability Standards Organization (SISO) was formed to serve the full breadth of the M&S community, beyond DoD
 - will develop HLA as an IEEE standard
 - Simulation Interoperability Workshops each spring and fall
- Foreign nations have begun to build HLA-based simulations
 - 315 RTI foreign transfer requests as of 31 Jul 98
- The NATO Military Committee and Conference of National Armament Directors (CNAD) have chartered a Steering Group on M&S
 - completed first-ever NATO M&S Master Plan, including interoperability and reuse standards
 - HLA/Common Technical Framework accepted as a baseline
 - HLA workshop July 1997 in The Hague







in there are four basic differences in design methods employed by mass and lean producers. These are differences in leadership, teamwork, communication, and simultaneous development.

James Womack, Daniel Jones, and Daniel Roos, <u>The Machine That Changed The World: The Story of Lean</u>

Conclusion

PEOPLE are the most important ingredient to effective change

- -They deliver the technology and transition it to better tools
- They train their colleagues in effective use
- They deliver the solutions to the warfighter's needs

PARTNERSHIPS are the only practical way ahead

- Strategic relationships tailored to application domain will increase

PRAGMATISM is necessary to discover the affordable way ahead

 Must satisfy today's needs better while preparing for an even better tomorrow

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